

Program Description/Textbook or Print Instructional MaterialVendor: Pearson Education, Inc., publishing as Pearson Prentice Hall Web Address: www.phschool.comTitle: **C++ How to Program**Author: Harvey Deitel and Paul J. Deitel Copyright: 2003ISBN: 0-13-038474-7 Course/Content Area: Information Technology: ProgrammingIntended Grade or Level: 9-12 Readability Level: 6.4 Modified Dale-ChallList Price: \$ 79.96 Lowest Wholesale Price: \$ 59.97Level of Accommodations (Level One, Two, or Three) Three

If Level Two or Three, please provide rationale for not meeting Level One Compliance. Pearson Prentice Hall
is unable to provide files in Levels One or Two due to the variety of page layout systems used to create the text.
These systems are not compatible with specialized formats such as XML or HTML.

FEATURES

DISCLAIMER: The features of each book or program were developed by the publisher and do not reflect the opinion of the State Review Team, State Textbook Commission, nor of the Kentucky Department of Education.

Content

This comprehensive text is geared for students with little or no programming experience. It teaches programming by presenting the concepts in the context of full working programs. The text emphasizes program clarity through structured and object-oriented programming, software reuse, and component-oriented software construction. An optional case study is introduced in Ch. 2 and built upon in the next nine chapters. The materials introduce UML and key notational schemes students will encounter in the real world. An earlier treatment of strings and arrays as objects enables students to begin working with objects and familiarize themselves with object-oriented concepts. The text provides the latest draft of the ANSI C++ standards. A CD-ROM includes a C++ compiler, source code for all the book's examples and hyperlinks to the C++ demos and Internet resources. An extensive set of exercises and projects encourage students to apply what they have learned in each chapter.

Student Experiences

This comprehensive text provides students with a complete learning system for C++ and enhances learning with exercises, color to interpret the codes they examine, links to other resources on the Websites, and self-review exercises with answers for immediate feedback of their progress.

Assessment

Assessment is built into this stimulating program and each chapter provides self-review exercises with answers for continued building onto the skills students are learning. An Instructor's Resource CD, Lab Manual, Student Solutions Manual, and Companion Website provide additional assessment activities.

Organization

Each of the 19 chapters begins with objectives, an outline, and an introduction and ends with a Summary, Terminology, Self-Review Exercises, Self-Review Answers, and Exercises. This complete program is written for students without a lot of programming experience and takes them from the basics to more

advanced concepts. The CD and Internet Web sites provide the student and teacher with a complete learning system.

Resource Materials

- **Gratis Items To Be Provided And Under What Conditions**

Free upon request, 1 per teacher user with a minimum purchase of 20 C++ How to Program Student Editions:
☞ Student Solutions Manual

- **Available Ancillary Materials**

RESEARCH DATA/EVIDENCE OF EFFECTIVENESS

DISCLAIMER: The research data and evidence of effectiveness was provided by the publisher and does not reflect the opinion of the State Review Team, State Textbook Commission, nor of the Kentucky Department of Education.

This 4th Edition reflects the suggested improvements of a distinguished team of industry professionals and academics who have reviewed the materials for accuracy and methodology. The text adheres to the latest draft of the ANSI C++ standards.



Group V - Career/Technical Vocational/Practical Living Education Instructional Materials Evaluation Tool IT Programming



Title: C++ How To Program		Cost: \$ 59.97	
Publisher: Pearson Education/Prentice-Hall			
Item Evaluated: Textbook			
Copyright Date: 2003		Evaluator: Scott Horan/David Davis	
Content Level: 9-12		Date of Evaluation: 7/29/2003	
Level of Alternative Format	Level 1 – Full Compliance	Level 2 – Provisional Compliance	Level 3 – Marginal Compliance
This section completed by Exceptional Children Services			

Overall Strengths and/or Weaknesses

Disclaimer: Comments on the strengths and/or weaknesses of each book, material or program were written by members of the State Textbook/Instructional Materials Review Team and reflect their opinions . They do not reflect the opinions of the State Textbook Commission nor the Kentucky Department of Education. In addition, the State Textbook/ Instructional Materials Review Team completed each evaluation form during the week of July 28-Aug. 1, 2003. In order to maintain the integrity of the of the review team's comments, editing was limited to spelling and punctuation.

Recommendations:
<input checked="" type="checkbox"/> Recommended by reviewers to State Textbook Commission
<input type="checkbox"/> Not recommended by reviewers to State Textbook Commission

Publisher's Explanation of Reviewer's Comments: By action of the State Textbook Commission, publishers are provided limited space, 150 words, to respond to what they may consider factual errors made by the reviewers in the evaluation.



**Group V - Career/Technical
Vocational/Practical Living Education
Instructional Materials Evaluation Tool
IT Programming**



Title: C++ How To Program		Publisher: Pearson Education/Prentice-Hall
Technology Management Summary Data:	20 possible points	____11____ points earned
Technology Management Comments:		
Technology Presentation/Interface Summary Data:	40 possible points	____18____ points earned
Technology Presentation/Interface Comments:		
Content Summary Data:	36 possible points	____25____ points earned
Content Comments:		
Instruction & Management Summary Data	52 possible points	____38____ points earned
Instruction & Management Comments:		
Organization & Structure Summary Data	36 possible points	____27____ points earned
Organization & Structure Comments:		
Resource Material Summary Data	40 possible points	____14____ points earned
Resource Material Comments:		



Group V - Career /Technical & Vocational/Practical Living **Electronic Instructional Media Review Form - C++ How To Program-Pearson/PH** **Stand Alone/Independent or Integrated Software for IT Programming**



Equipment (circle or change fill color)	Grade Level (circle or change fill color)	Audience (circle or change fill color)	Format (circle or change fill color)	Cost: Included with text	
Windows	Primary	Individual	Stand Alone/Independent	_____single copy	_____site license
Macintosh	Intermediate	Small Group	Integrated	_____network version	_____school version
CD-ROM	Middle	Large Group	Supplemental	_____lab pack of ____ copies	_____online
DVD	High		In lieu of basal test		
Sound					
Other					

If other, explain

Type of Software: Check all that apply	_____Simulation	_____Management	_____Interdisciplinary	_____Problem Solving	_____Tutorial
_____Exploratory	_____Creativity	_____Drill and Practice	_____Critical Thinking	_____Utility	C++ Code— Other

Rating Scale:	3—Some of the time	1—None of the time
4—All or the time	2—Minimally	0— Not applicable

Management	Rating
Allows customizing for individual learning needs.	1
Allows students to exit and resume at a later time.	4
Keeps a students performance record, where needed.	1
Allows control of various aspects of the software (e.g., turning sound off).	1
Allows for printed reports.	4
Comments:	Total 11

Presentation/Interface	Rating
Presents material in an organized manner.	4
Has consistent, easy-to-use, on-screen instructions.	2
Has developmentally correct presentation format.	1
Adapts to different learning environments (learning styles/multiple intelligences, etc.)	2
Accessible for special needs students.	0
Runs smoothly, without long delays.	3
Presents easy-to-view text and graphics.	2
Presents easy-to-hear and understand sounds.	0
Avoids unnecessary screens, sounds, and graphics.	4
Provides immediate, appropriate feedback.	0
Comments:	Total 18

Content—IT Programming	Rating
Career Focus/Employability Skills/Workplace Readiness Skills	1
Customer Needs Analysis	0
Analysis of Programming Requirements	0
Develop Programming Structure	4
Design and Develop the Program	4
Implement Program Code	4
Test Program	4
Validate Program	4
Major Types of Programs: Visual Basic, Java, C++, etc.	4
Comments:	Total 25

Rating Scale:	2—Minimally
4—All or the time	1—None of the time
3—Some of the time	0— Not applicable

Instruction and Assessment	Rating
Identifies a Sense of Purpose	4
Builds on Student Ideals	4
Engages Students	3
Develops Computer Maintenance Ideas	0
Promotes Student Thinking	4
Assesses Student Progress	3
Enhances The Learning Environment	2
Reading level is appropriate for interest and ability level of intended student group; level remains consistent throughout.	2
Commonwealth Accountability Testing System (CATS) "like" Assessment is provided	4
Variety of Assessments (diagnostic, formative, summative, open response, multiple choice, individual, small group, oral, demonstrations, presentations, self and peer performance, portfolio prompts) is included.	4
Includes activities and opportunities for integration of technology.	4
Reflects researched-based practices (e.g. hands-on activities, technology, problem-solving situations)	4
Differentiation techniques and activities suggested.	0
Comments:	Total 38

Rating Scale:	3 – Some potential for learning	1 - Not present
4 – High potential for learning	2 – Little potential for learning	0 – Not applicable

Organization and Structure	Rating
Organization is logical and allows for spiraling of content.	4
Vocabulary and key terms are clearly defined and easily accessible within each lesson.	3
Visual illustrations (e.g. graphs, charts, models) and examples are clearly presented and content-related.	2
Illustrations and language reflect diversity (e.g. racial, ethnic, cultural, age, gender, disabilities).	0
Legible type, length of lines, spacing, and page layout and width of margins contribute to overall appearance and use.	2
Student materials seem durable and conducive to daily use.	4
Includes sufficient glossary, index and appendices.	4
Employs accurate grammar and spelling	4
Organization of material can be effectively used with Standards Based Units, Core Content and Program of Studies.	4
Comments:	Total 27
Resource Materials	Rating
Teacher materials coordinate easily with student materials (e.g. additional resources included at point of need, student pages shown, integration of technology indicated)	3
Activities are included that adapt to the various learning styles, intelligences, and interest/ability levels.	3
Extension activities including adaptations and accommodations for students with special needs.	0
Resources provide objectives, background information, common student errors, hints, advice for lesson implementation and real-world connections, connections with career and/technology and references (e.g. solution manuals, study guides)	2
Suggestions are made for integration of themes and /or interdisciplinary instruction.	1
Integration opportunities suggested and examples given.	1
Teacher resources are available online.	1
Online resources available – Repeat of information in text.	1
Online resources available – Practice skills only.	1
Online resources available – New application materials.	1
Comments:	Total 14

Rating Scale:	2—Minimally
4—All or the time	1—None of the time
3—Some of the time	0— Not applicable